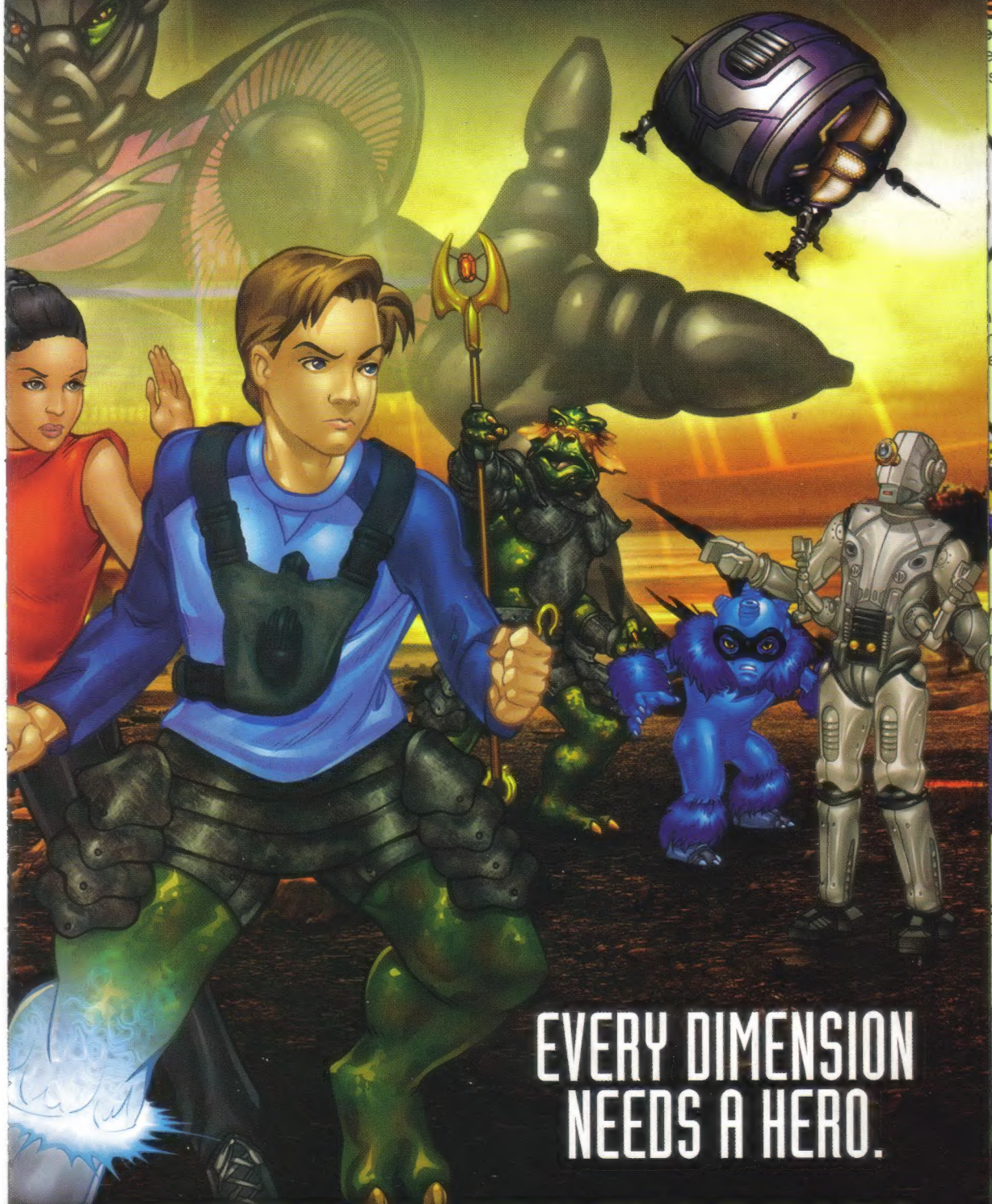


# GALIDOR™

DEFENDERS OF THE OUTER DIMENSION



EVERY DIMENSION  
NEEDS A HERO.

IN THE QUEST AND EXPERIENCE THE GLINCH!



# The Quest Begins!

Key fragment 1

What is the name of the river of energy that links the realms?

Nick

Nick Bluetooth was a typical teenager... or so it seemed. But when he discovered a strange, three-dimensional map,

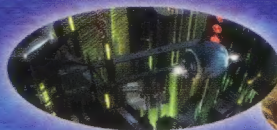


it lead him and his friend Allegra to a trans-dimensional craft and a voyage into the Outer Dimension!

Allegra



There they discover amazing new realms linked by a river of energy...



a powerful tyrant named Gorm...

Gorm

and a dangerous quest: to find the shattered key fragments that will unlock the realm of GALIDOR™, and save the Outer Dimension!



Nick also learns he has the power to "glinch!" He can transform his limbs into anything he has seen, and then change them back again

This incredible power comes in handy as he and his best friend Allegra try to locate the lost key fragments and free GALIDOR.

Secret Message

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Glinch Join the Outer Dimension Exp





# The Realms

The trans-dimensional navigation module (also known as the "egg craft") carries Nick, Allegra and their allies to the incredible and dangerous realms of the Outer Dimension. They have to rely on Nick's map to find their way - without it, they would be lost forever!

Here are some of the realms the defenders of the Outer Dimension have visited so far:

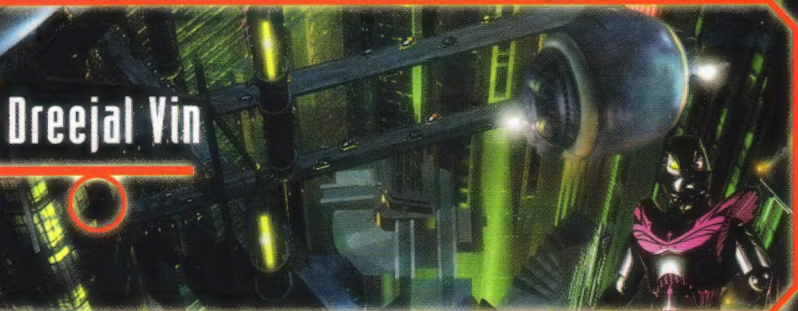
## Arbo



Arbo was once a lush, green realm. Then Gorm devastated the lowlands in his search for the Stranger, and today large portions of Arbo are just wasteland. Nick and Allegra met Jens, Euripides, and Nepol here, as well as the human-looking Arbonians and the lizard-like Aquart. The other major species in the realm, the Amphibib, are believed to be extinct (Euripides is the last survivor).

Once one of the busiest realms in the Outer Dimension, Dreejal Vinn suffered terribly after Gorm used a computer virus to destroy all their maps. Dreejal Vin is home to huge cities with buildings that rise thousands of feet into the air, and you can find members of dozens of Outer Dimension species here. Nick discovers the Stranger's journal in the Dreejal Vin Monument of Knowledge and learns that the Stranger is actually his father.

## Dreejal Vin



## Kek



A former prison realm, Kek is now the site of Gorm's fortress. His power is strongest here, making it almost impossible to tell reality from illusion in this dark, dangerous place. Nick, Euripides, Jens and Nepol journey here to rescue Allegra from the clutches of Gorm.

### Secret Message

## Glinch Facts

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# Outer Dimension Friends and Foes

Nick and Allegra have made some powerful new allies – and even more dangerous enemies – as they have travelled through the Outer Dimension. Here are just a few of the good, the bad, and the really ugly...



## Jens

A plant intelligence in a robotic body, Jens was the first being Nick and Allegra met in the Outer Dimension. Jens built the robot shell for himself when his original body was burned by Gorm. A master of all things mechanical, Jens keeps the "egg" craft running and can detach his arms and legs, replacing them with whatever tool he might need to get the job done.



## Euripides

Former Chief Philosopher to the Court of Galidor, Euripides is the last known Amphibib in the realm of Arbo. His great wisdom and his telekinetic powers make him a valuable friend to Nick. The staff he carries lets him focus his energies to move objects or other beings with his mind. Euripides can sometimes be hard to understand, but he has a good heart and is extremely brave.



## Nepol

Nepol was once an eight-foot tall general in the Army of GALIDOR™ and one of the fiercest of all Siktari Warriors. Gorm used an implosion device to make Nepol shrink, but he couldn't break his fighting spirit. Now Nepol helps Nick and Allegra on their quest, using his ice beams and his powerful luka staff to defeat any foe. Nepol tends to rush into situations without thinking, and so sometimes makes things worse instead of better.



## Secret Message

## Glinch Facts

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## Gorm

Tyrannical ruler of the Outer Dimension, Gorm has awesome mental powers and the ability to create hologram creatures called "boges." These boges are generated in Gorm's DataKor using glinch energy stolen from Nick. With enough glinch energy, Gorm will be able to create an unstoppable army and conquer all dimensions!



# Aquart

The Aquart were once a peaceful people living in the realm of Arbo. But when Gorm dried up all the rivers and streams, the Aquart were starved for moisture and turned into scavengers. Now they serve Gorm in return for water. Nick made a narrow escape from the Aquart with the help of Euripides, but they are always a danger.



## Tager

Tager is Gorm's right-hand man, cunning and crafty as he schemes to help his master conquer the Outer Dimension. Tager has amazing shape-changing powers, and uses boges in an attempt to learn secrets about Nick and the key fragments from Allegra.

**NEW!** The Galidor Quest portal to Dreejal Vin is now open - hop into your Hover Bike and head over to [www.galidor.com/quest!](http://www.galidor.com/quest!)



# Nick's Guide to Glinching



EVER SINCE I GOT TO THE OUTER DIMENSION, I'VE BEEN ABLE TO GLINCH, TURN MY ARMS AND LEGS INTO WHATEVER I SEE! TURNS OUT EVERYBODY HERE CAN GLINCH, BUT NO ONE DOES IT IN THE SAME WAY I DO. THEY NEED SOMEONE TO SWAP LIMBS WITH, AND ALL I HAVE TO DO IS THINK ABOUT IT AND GLINCH!

THE FIRST TIME I GLINCHED, IT WAS TO SAVE ALLEGRA FROM GORM. I WAS TOTALLY FREAKED OUT BY IT, BUT JENS SAID IT MEANT I WAS THE WARRIOR WHO WAS SUPPOSED TO SAVE GALIDOR™!



GLINCHING THESE AWESOME WINGS HELPED ALLEGRA AND I GET TO SAFETY ON DREEJAL VIN WHEN THE BOGES ATTACKED.



THEN BOGE SLIME MADE THE EGG CRAFT THINK I WAS AN ENEMY. I NEEDED GORM'S ARMS AND JENS' LEGS TO ESCAPE THAT TIME!

OKAY, SO IT LOOKS A LITTLE WEIRD... BUT IF YOU NEED THE SPEED OF A SIKTARI AND THE STRENGTH OF A ROBOT, YOU'VE PROBABLY GOT TOO MUCH TROUBLE TO WORRY ABOUT WEIRD.



JENS THOUGHT SWAPPING LEGS WITH EURIPIDES WOULD HELP HIM GET THROUGH THE SNOWS OF ELTA-SIKTAR. TOO BAD HE DIDN'T REMEMBER THAT AMPHIBIB'S HATE THE COLD FOR A REASON!



OF COURSE, ONCE SOME PEOPLE GET GLINCHING, THEY DON'T KNOW WHEN TO STOP...





# Glinch Your Own GALIDOR<sup>TM</sup> Creature!

You can use parts from GALIDOR action figures to build your own awesome, one-of-a-kind action figure!



Euripides



Gorm



Jens



Nick



Allegra



Nepol

**GALIDOR**  
DEFENDERS OF THE OUTER DIMENSION



# The Ultimate Interactive Toy

Coming this August!

HEAD  
SENSOR

LCD SCREEN



ARM ROTATION  
SENSOR

TILT  
SENSOR

LEG ROTATION  
SENSOR

Includes  
Jens and  
Gorms heads.

key fragment 2

What is  
the name of  
Nick's father?



# Unleash the KEK POWERIZER!



# Control the Ultimate Power of the Outer Dimension!

The Kek Powerizer is Gorm's most awesome creation – armor that can magnify glinching energy and make its wearer all-powerful! Now you can take control of the Powerizer and make it interact with your TV, [www.galidor.com](http://www.galidor.com), and other Powerizers!

## Communicate with the Outer Dimension!

Here's just some of what you can do with your Kek Powerizer:

Intercept secret signals from the GALIDOR™ TV show – and hear your Powerizer respond to what's happening on the show!

Change your Powerizer's responses by glinching it a different head! Includes Jens and Gorm heads.

Interact with the GALIDOR web site and download new missions for your Powerizer!

Send signals to other Kek Powerizers and swap missions with them!

### INTERACTIVITY

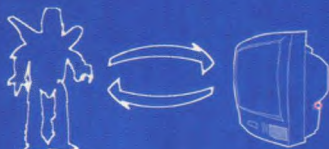


Figure to TV Show

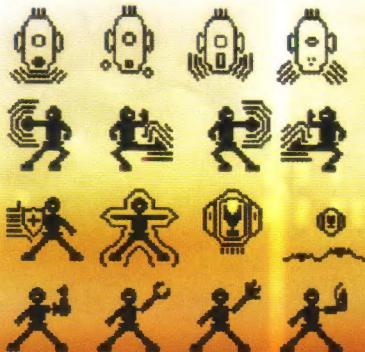


Figure to Figure



Figure to Website

### SAMPLE MISSION SCREENS



## Perform Daring Missions to Save GALIDOR!

The Kek Powerizer gives Jens or Gorm special powers in the Outer Dimension. They can use these powers to complete special missions! The Powerizer features over 23 built-in missions – seven are activated when you first activate the Powerizer with Jens' head, and you unlock the rest as you play. Plus you can access more missions by interacting with the GALIDOR TV show and web site!

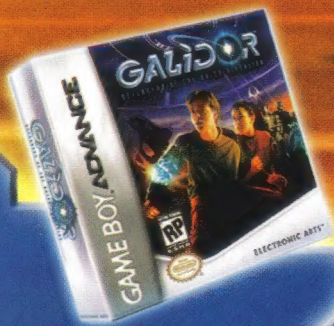
[www.LEGO.com/galidor/kek](http://www.LEGO.com/galidor/kek)

The KEK Powerizer will also interact with the NEW GALIDOR Game Boy® Advance game launching this Fall!

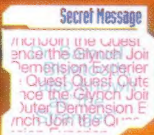
Game Boy® Advance is a trademark of Nintendo.

Electronic Arts is a trademark or registered trademark of Electronic Arts, Inc. in the U.S. and/or other countries. All other trademarks are the property of their respective owners.

This video game has been rated "RP" by the ESRB.



Visit [www.esrb.org](http://www.esrb.org) or call 1-800-771-3772 for Rating Information.



Coming  
this Fall



# GALIDOR™

DEFENDERS OF THE OUTER DIMENSION

## Key Fragment Secret Code Contest

**You could win:**

- Grand Prize: Complete GALIDOR™ collection
- First Prize: 1 of 1,000 Action Figures
- Second Prize: 1 of 10,000 GALIDOR Defender Prize Packs

To enter answer the three key fragment questions by decoding the secret messages and send in the entry form with correct answers

Look for these key fragment secret messages!

Two key fragment secret code questions and answers are provided in this issue, the third answer can be found at a retail store near you or on [www.galidor.com](http://www.galidor.com). You can decode your messages using a red reveal card or by going to a retail store near you with your magazine and use the GALIDOR Outer Dimension Decoding Map in the GALIDOR action figure aisle.

### LEGO GALIDOR SWEEPSTAKES OFFICIAL RULES NO PURCHASE NECESSARY

1. **HERE'S HOW IT WORKS:** Beginning 7/1/02 through 10/15/02, visit the LEGO GALIDOR display at participating retailers to get an Official Entry Form and use the special GALIDOR Trading Card decoder to reveal three secret messages. A GALIDOR trading card decoder and Secret Messages 1 and 2 can be found in the July 2002 edition of LEGO Club Magazine. Secret Messages 1 and 2 can also be found in the September 2002 edition of Nickelodeon Magazine. Secret Message 3 can be found on line at [GALIDOR.com](http://GALIDOR.com) and in the September edition of LEGO Club Magazine.

2. **HERE'S HOW TO ENTER:** Complete the Official Entry Form found in the magazine, retail outlet or downloaded from [GALIDOR.com](http://GALIDOR.com) by hand printing your answers to the three secret messages (answers need not be correct), as well as your complete name, address (no P.O. Boxes), zip code plus (optional) daytime and evening telephone numbers. Mail your entry in a #10 business-size envelope with first class postage affixed, to: LEGO GALIDOR Sweepstakes Entries, P.O. Box 4635, Blair, NE 68009-4635. Entries must be received by 10/22/02. Limit one entry per envelope. Not responsible for lost,

late, mutilated, illegible, misdirected entries or entries not received in time for the random drawing.

3. **RANDOM DRAWING:** Winners will be selected in a random drawing on or about 10/25/02 from among all eligible entries received by D.L. Blair, Inc., an independent judging organization whose decisions are final on all matters relating to this promotion. Winners will be notified by mail. Limit one prize per person/household. Odds of winning will depend upon the total number of eligible entries received.

4. **PRIZES & APPROXIMATE RETAIL VALUES:** (1) Grand Prize - A complete set of GALIDOR product (\$229.98); (1,000) First Prizes - A Gorm Basic Action Figure (\$9.99 ea.); (10,000) Second Prizes - A GALIDOR magazine, poster, CD rom, trading card and sticker (\$5.00 ea.).

5. **GENERAL RULES:** Open to residents of the United States and Canada, who are 4-12 years of age at time of entry. Employees of LEGO, Nickelodeon, their respective affiliates, subsidiaries, advertising and promotion agencies and the immediate family members and/or those living in the same household of each are not eligible. Purchase or acceptance of a product does not improve your chances of winning. Void in the Province of Quebec and where prohibited by law. No substitution or transfer of prize by winner permitted. All U.S., federal, state, local and Canadian municipal and provincial taxes are the sole responsibility of winner. All U.S., federal, state, local and Canadian municipal and

provincial laws and regulations apply. If any winner is a resident of Canada, he/she must correctly answer a time-limited arithmetical skill question prior to award of prize. Return of any prize/prize notification as undeliverable will result in disqualification and an alternate will be selected. Sponsors reserve the right to substitute prize of equal or greater value. Acceptance of prize constitutes permission to the sponsor and its agencies to use winners name and/or likeness for purposes of advertising and trade without further compensation, unless prohibited by law. Sponsor not responsible for any typographical or other errors in the printing of the offer, administration of the sweepstakes or in the announcement of prizes. By accepting prize, winners agree to hold sponsor, its respective directors, officers, employees and assigns, harmless against any and all claims and liability arising out of use or receipt of prize. Prize winners assume all liability for any injury or damage caused, or claimed to be caused, by participation in this promotion or use or redemption of any prize. By participating in this promotion, entrants agree to be bound by the Official Rules and the decisions of the judges.

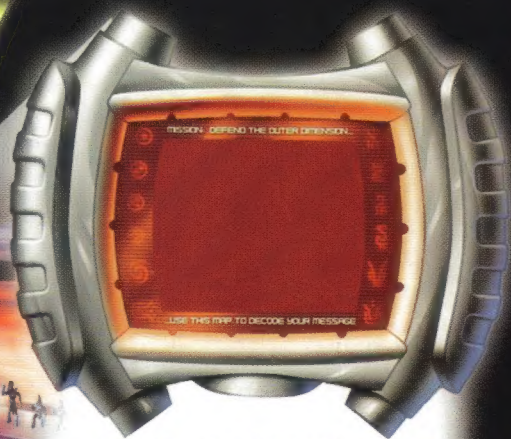
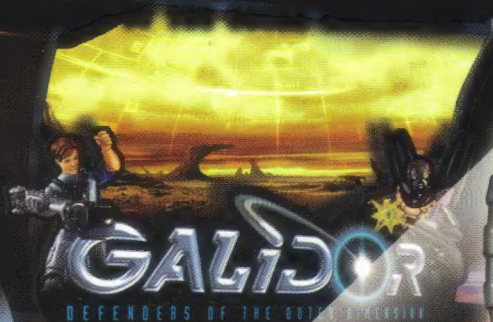
6. For the name of Grand Prize winner, send a stamped, self-addressed business-size envelope to: LEGO GALIDOR Sweepstakes Winner, P.O. Box 4618, Blair, NE 68009-4618, to be received by 10/22/02.

key fragment

Secret Message

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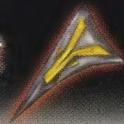


Find this GALIDOR™ map at a retail store near you. Hold your secret message behind the red screen to see which prize you have won.

If there is no retail store near you here is how to enter:  
 log on to [www.galidor.com](http://www.galidor.com) to get the third answer  
 (or wait for your next issue of LEGO® Club to arrive) and mail this  
 entry form with all three correct answers to:  
 LEGO GALIDOR Sweepstakes Entries,  
 P.O. Box 4635, Blair, NE 68009-4635  
 Entries must be received by 10/22/02



## Key Fragment Secret Code Contest



### Key Fragment Question

1. What is the name of the river of energy that links the realms?

Key Fragment Secret Message

2. What is the name of Nick's father?

Key Fragment Secret Message

3. Jens is not a robot, he is actually a member of this species:

Key Fragment Secret Message

Name: \_\_\_\_\_

Age: \_\_\_\_\_ Date of Birth: \_\_\_\_\_ Boy ☐ Girl ☐

mm/dd/yy

Address: \_\_\_\_\_

City: \_\_\_\_\_ State/Province: \_\_\_\_\_

Zip/Postal code: \_\_\_\_\_

Telephone Number: \_\_\_\_\_



# GALIDOR

DEFENDERS OF THE OUTER DIMENSION

[www.galidor.com](http://www.galidor.com)

Nick, Allegra and their friends have found some of the key fragments, helped expose the evil of Gorm to the people of Dreejal Vin, and even survived a visit to the prison realm of Kek! But they are still a long way from freeing the Outer Dimension. Here's a sneak preview of what's coming up on **GALIDOR™: Defenders of the Outer Dimension**:

## The quest has just begun!

What new dangers wait for Nick and his team when they return to Earth?

When Nick gains the power to see into the future, will it mean victory... or disaster?

What is the secret message of the key to GALIDOR?

Once Nick has found the key... how will he find the lock?

When Nick and Allegra meet Gorm's niece, will she be a friend – or an enemy?

Will Nick find the tool he needs to defeat Gorm in his father's laboratory?

What is the dark secret of the Datarok?



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